

ABSTRACT

5 A method and apparatus for playing a card game is disclosed. A player places a wager and is dealt two playing cards. The player then selects one of two or more possible ranges, based upon the first and second cards dealt, wherein a third card may fall. After the player selects a range, a third card is dealt to the player and the player wins if the third card falls in the range selected. The players win may be based upon the amount wagered and the number of playing cards in the range selected.

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